

INTERACTIVE GRAPHICAL ENVIRONMENT FOR DRUG MODEL GENERATION

ABSTRACT

(159) A method for interactively constructing pharmacological computational models is disclosed. A graphical user interface is presented through which a user may place and connect objects representing pharmacokinetic and pharmacodynamic elements. As the objects are placed and connected, they are converted into an internal format representing the statements of the corresponding computational model. These statements are actively presented to the user in a summarized form, as the computational model is constructed, to enable immediate verification of the model. This summarized form may be a surface syntax showing key equations that make up the model, or they may be graphs of behavior of one or more user-selected variables.

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